Work Breakdown

Advisement Team:

Dr. Thad Starner:
- Advisor

Helene Brashear (PhD Student):
- Project advisor
  - Aided in the iterative design of the game
  - Advised on the integration ASL recognition engine, which she designed
  - Evaluated and gave feedback throughout the project

Harley Hamilton, from Atlanta Area Schools for the Deaf (AASD):
- Consulted on ASL
- Helped design a practical grammar and command language
- Acted as interpreter and filmed all ASL videos

My Role:
- Originator of the core ideas, proof of concept, and project guidelines
- Built a custom game engine
- Made all game content
- Wrote/scripted plot
- Designed game-play and interaction
- Wrote initial ASL grammar
- Coded the entire game, WOz interface, and networking between ASL recognizer and game.
- Documented the design and code.